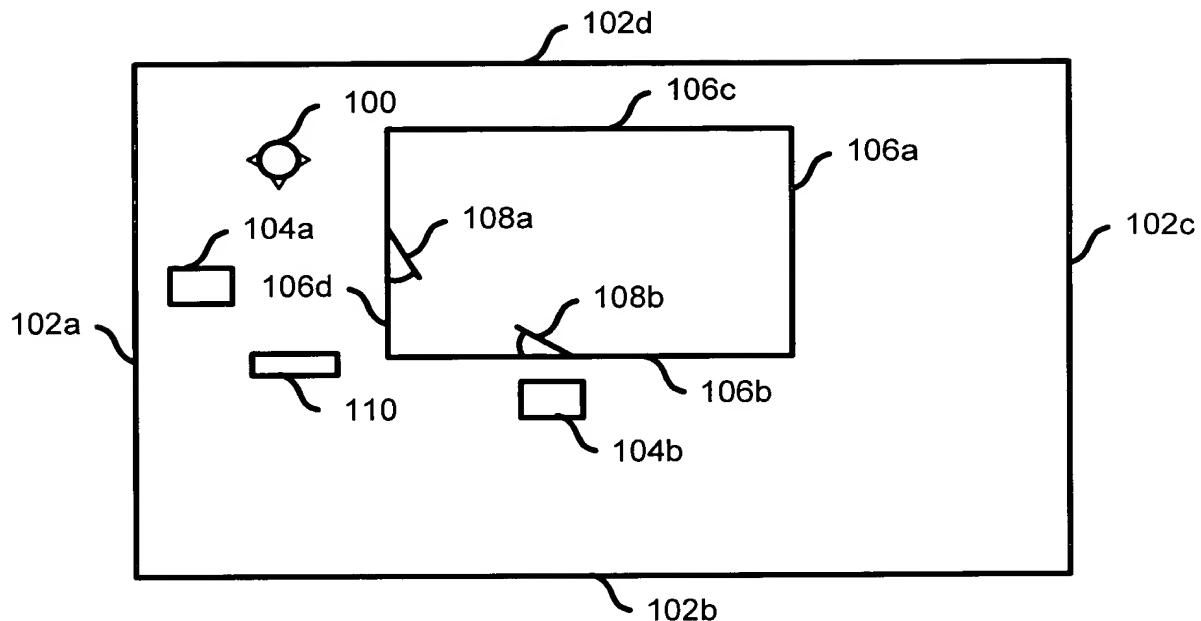




1/17



**FIG. 1**

2/17

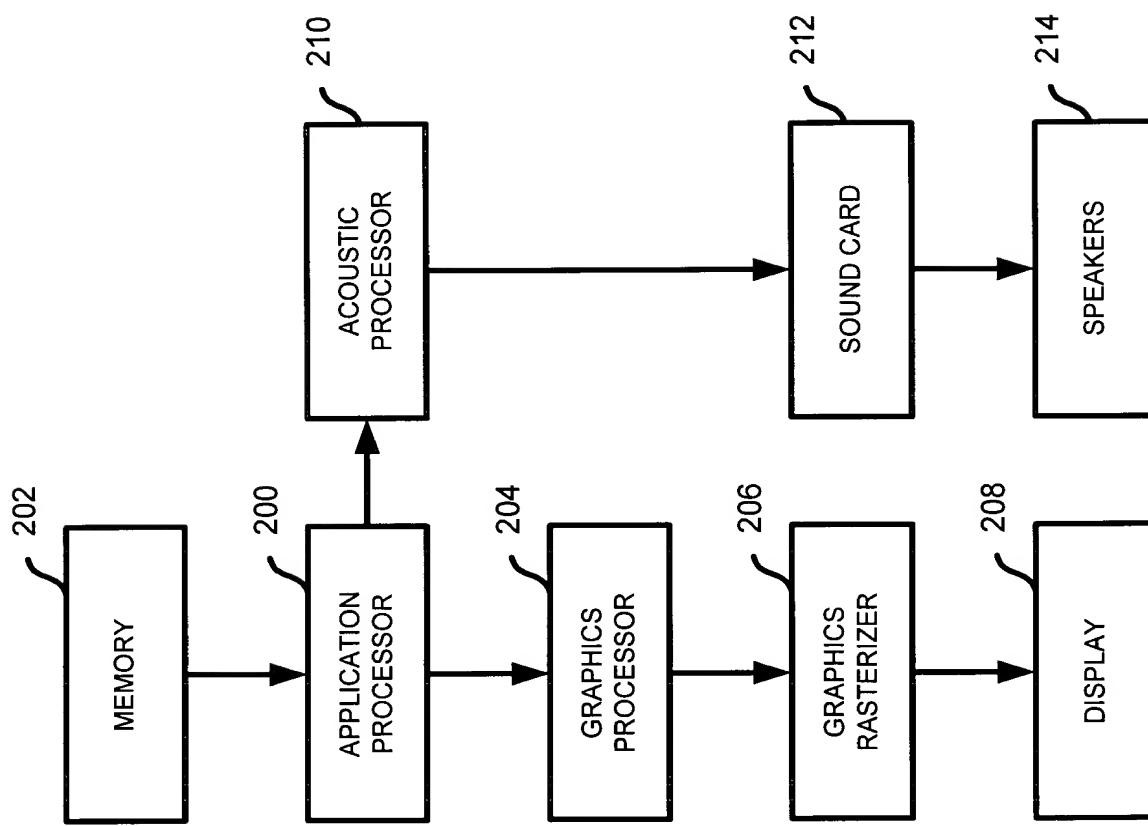


FIG. 2

3/17

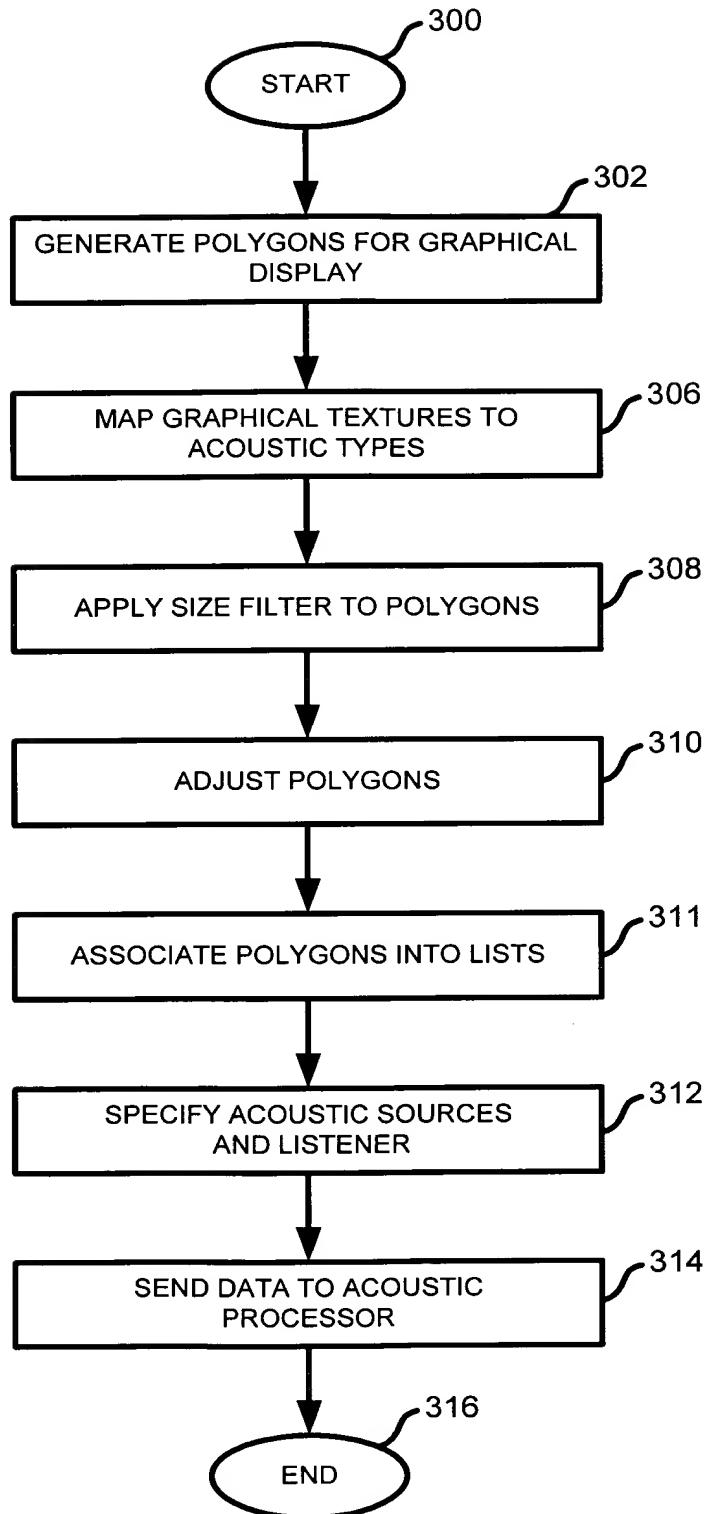


FIG. 3

4/17

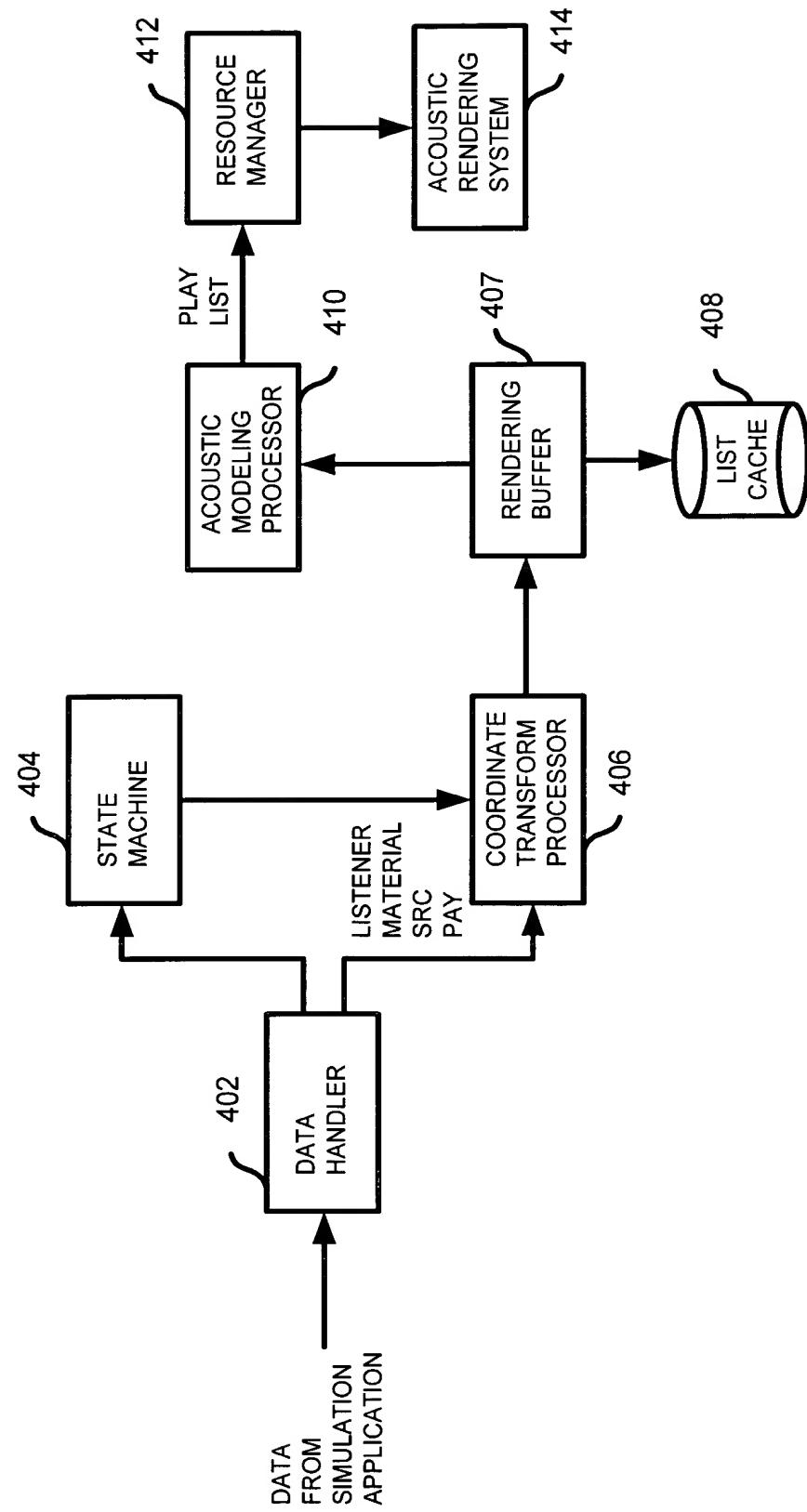


FIG. 4A

**5/17**

LIST CALL
LIST BEGIN
POLYGON
POLYGON
ACOUSTIC MATERIAL TYPE
RENDERING MODE
TRANSFORMATION MATRIX
POLYGON
POLYGON

**FIG. 4B**

TAG
ACOUSTIC MATERIAL TYPE
RENDERING MODE
VERTICES
NORMAL
SUBFACE FLAG
SUBFACE FACTOR
RESIZING FACTOR

**FIG. 4C**

6/17

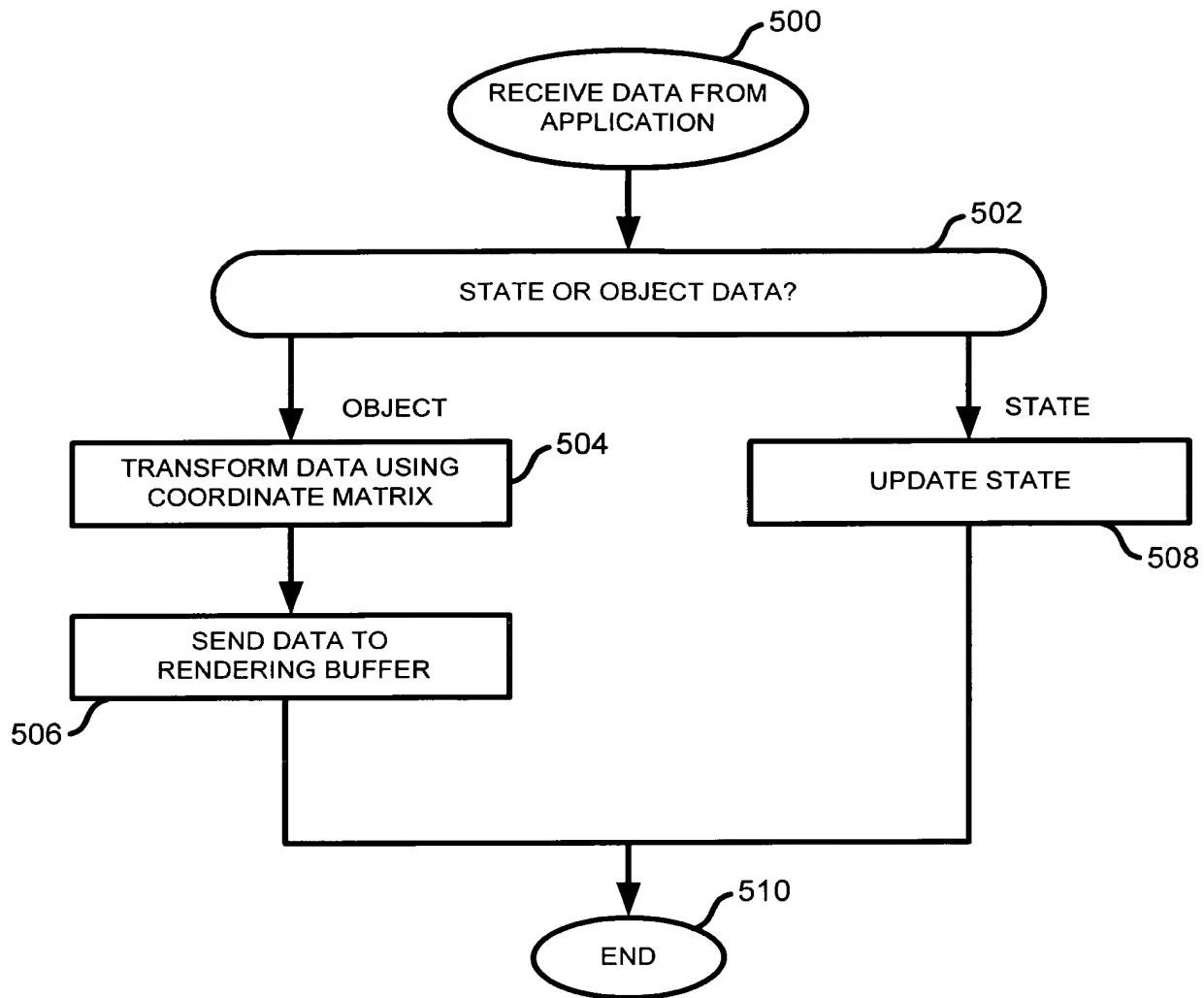
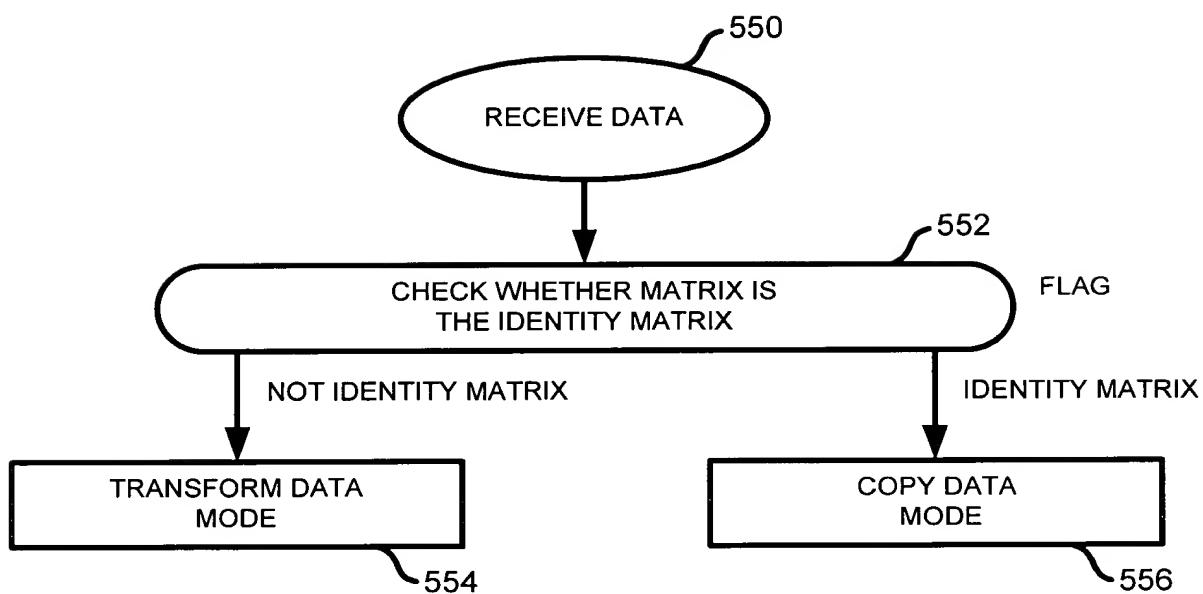


FIG. 5A

7/17



**FIG. 5B**

8/17

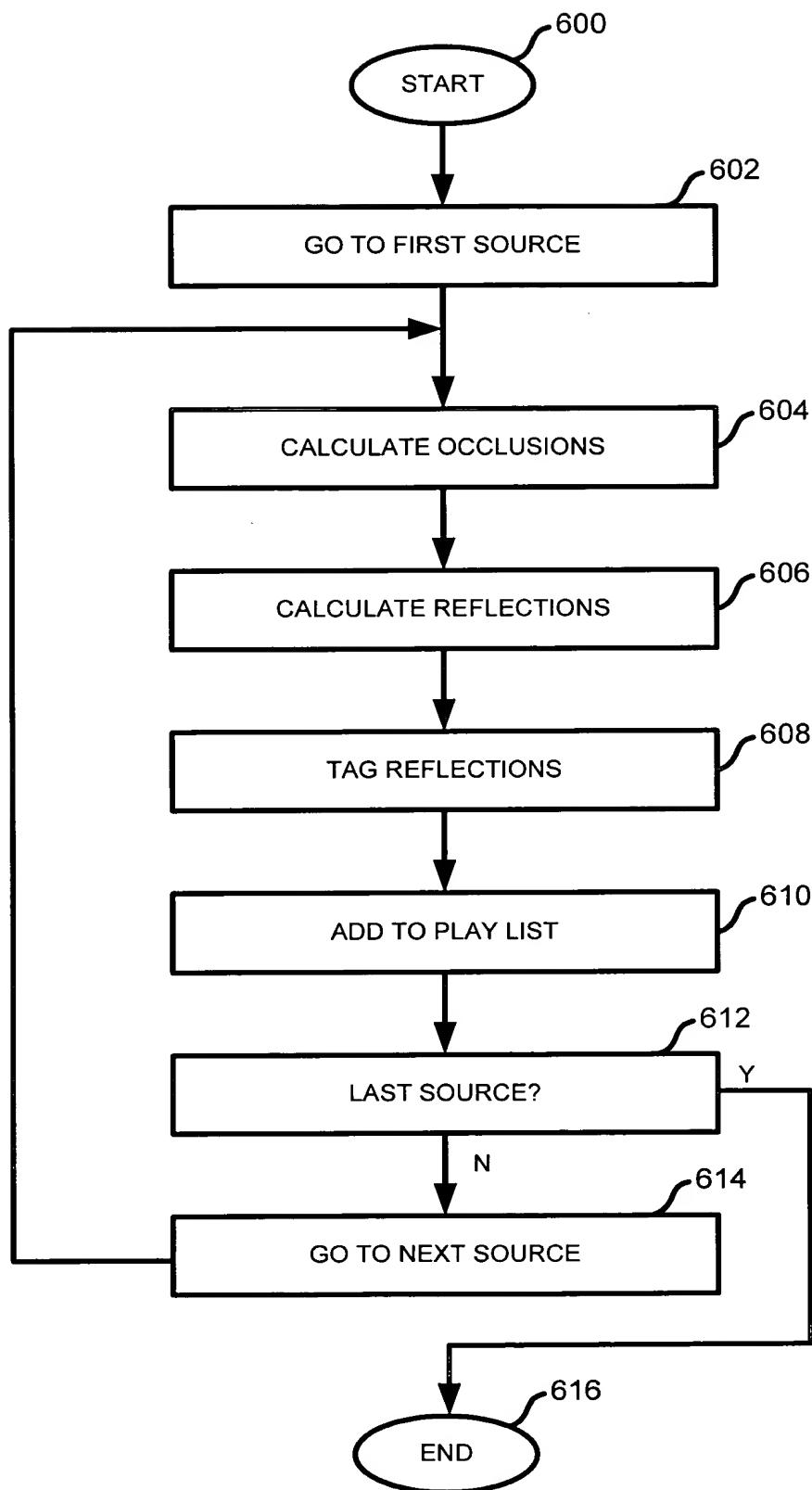
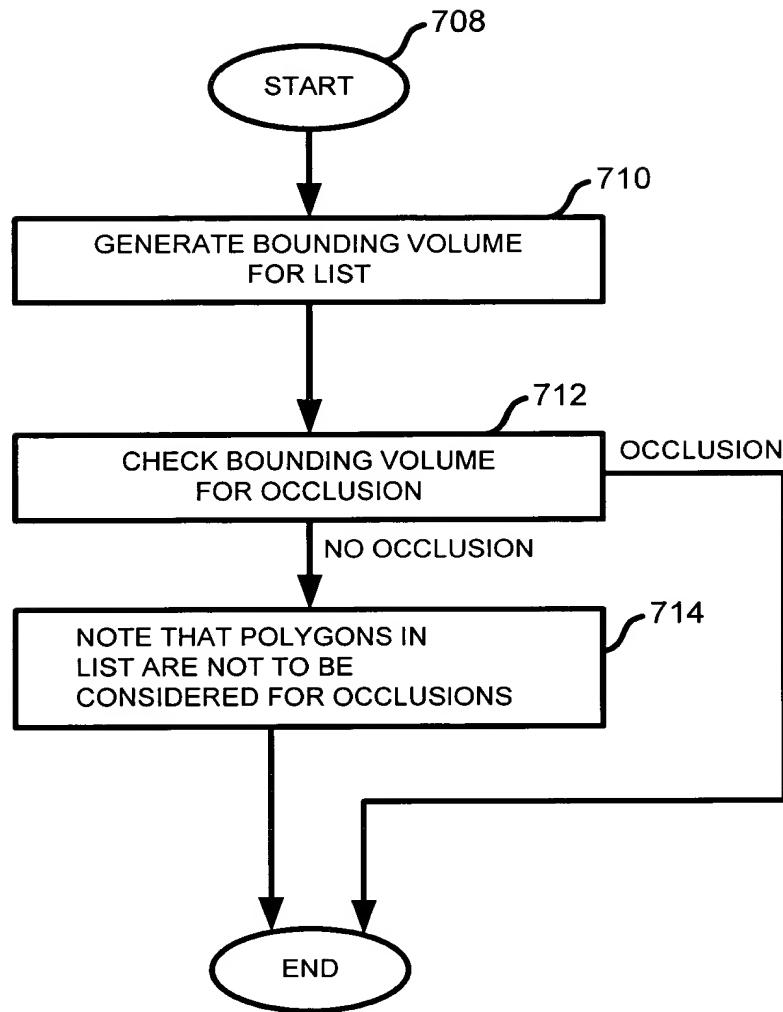


FIG. 6

**9/17**



**FIG. 7A**

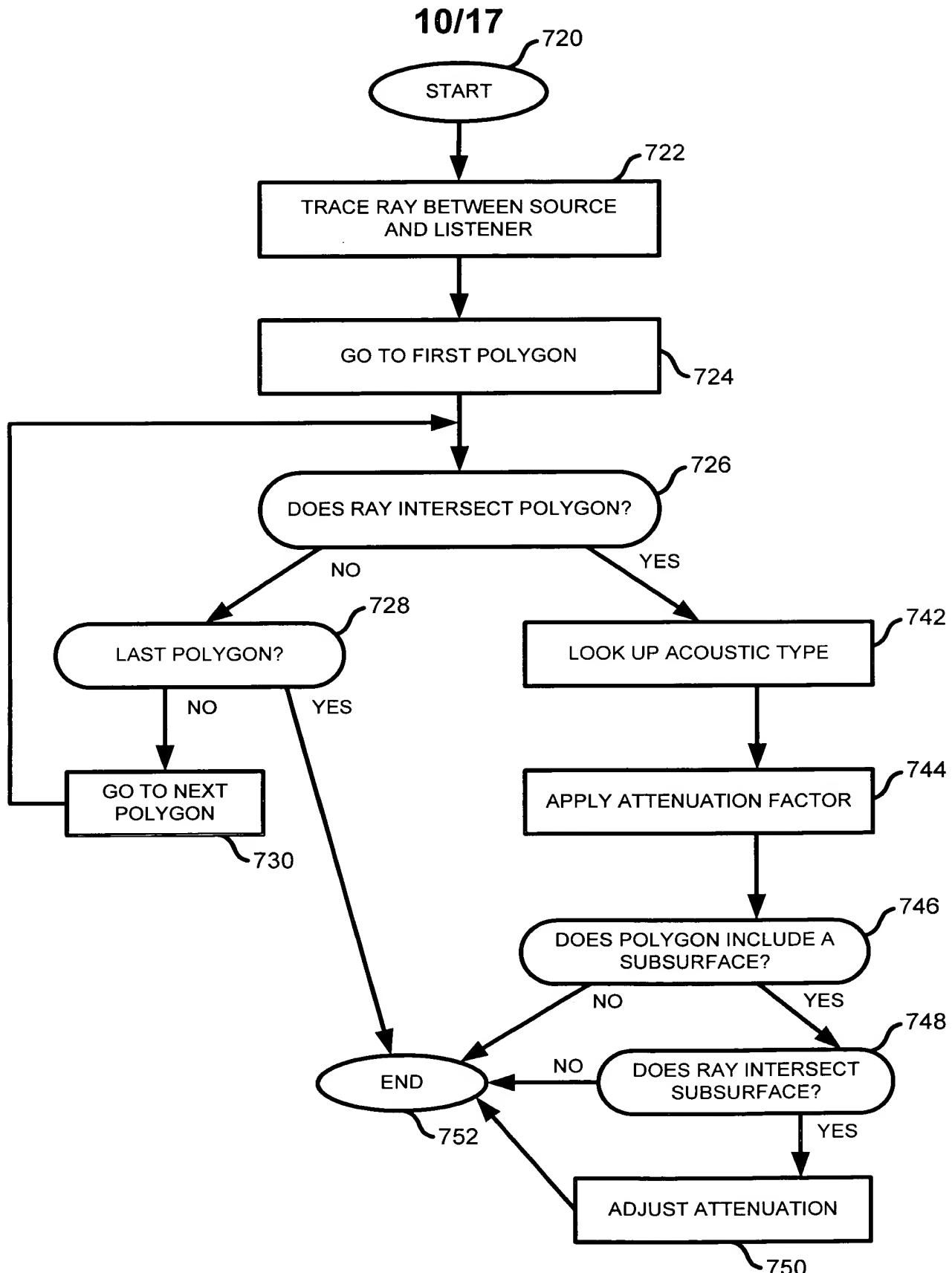
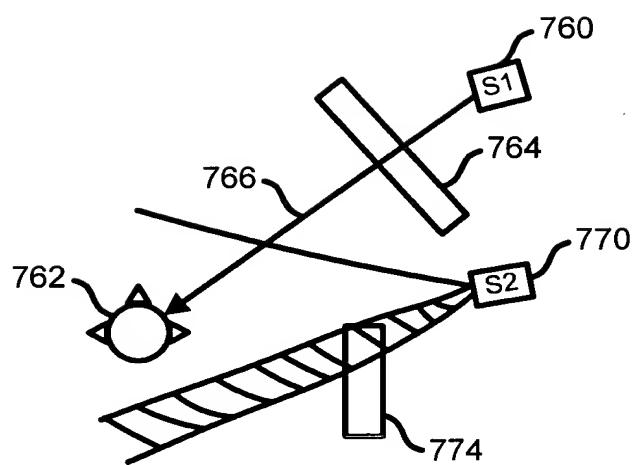


FIG. 7B

**11/17**



**FIG. 7C**

12/17

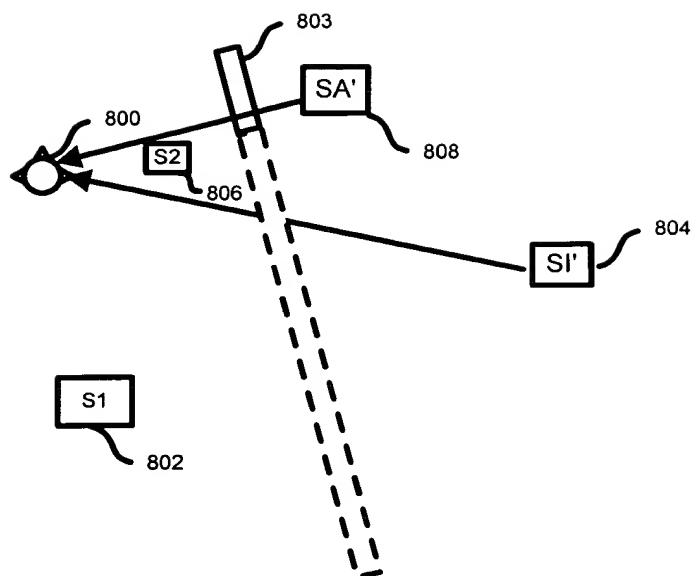


FIG. 8A

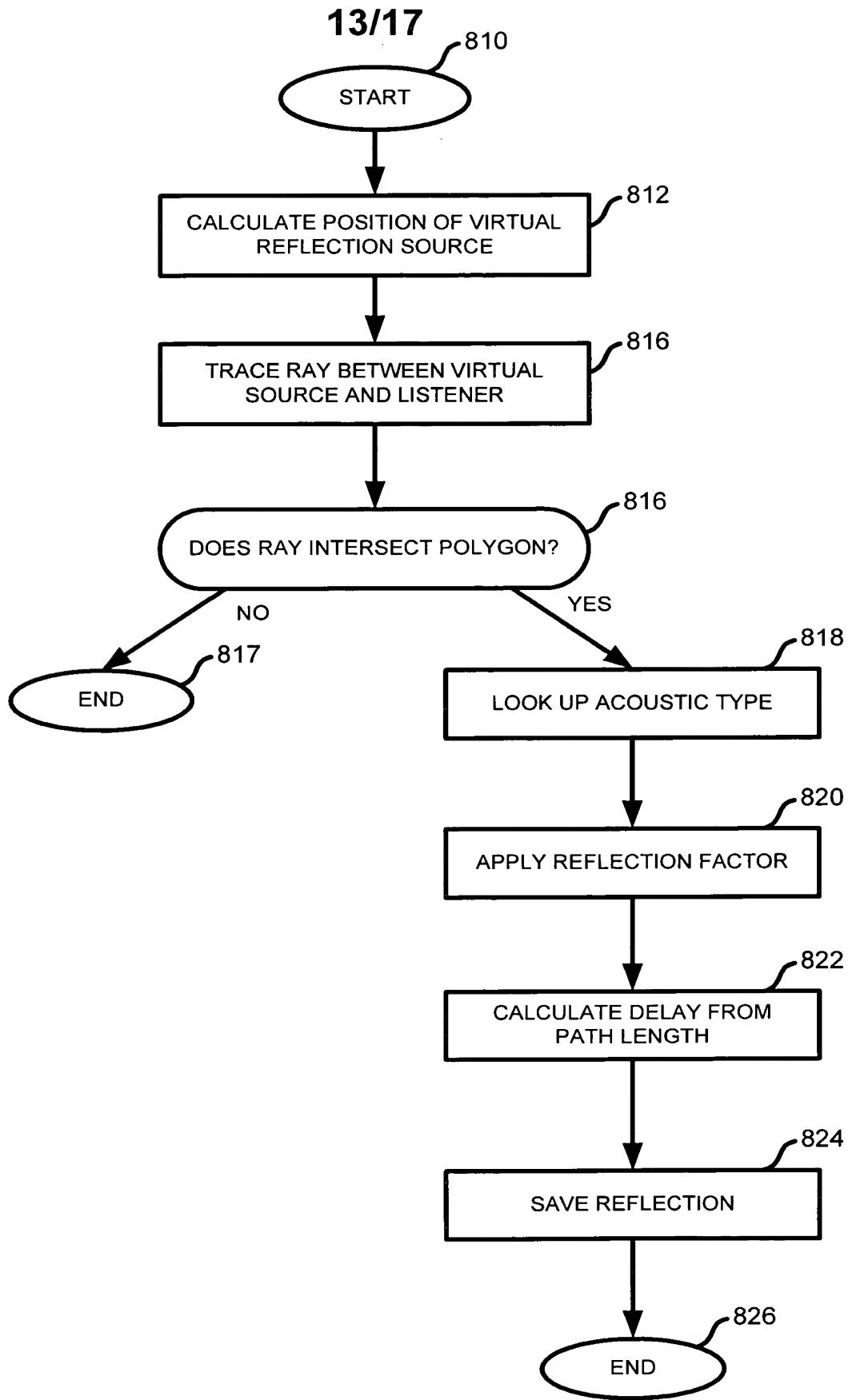
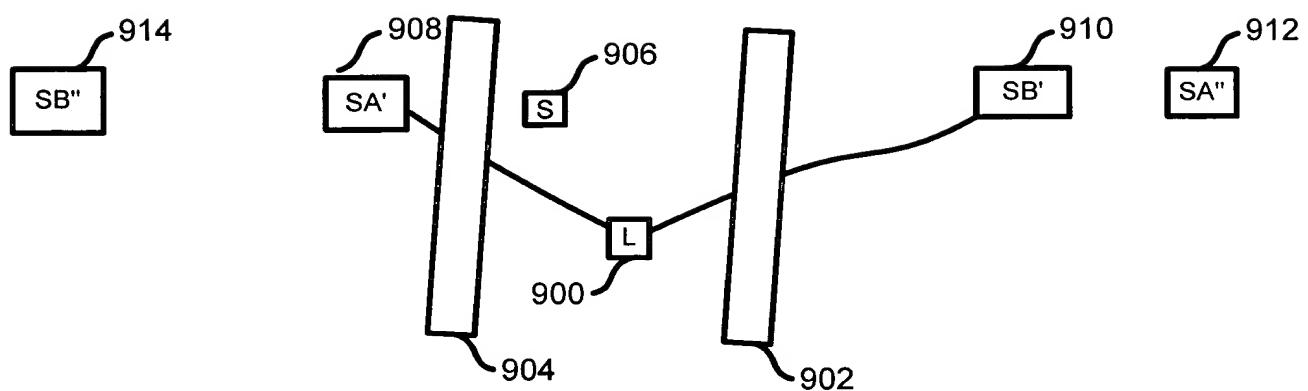


FIG. 8B

**14/17**



**FIG. 9A**

15/17

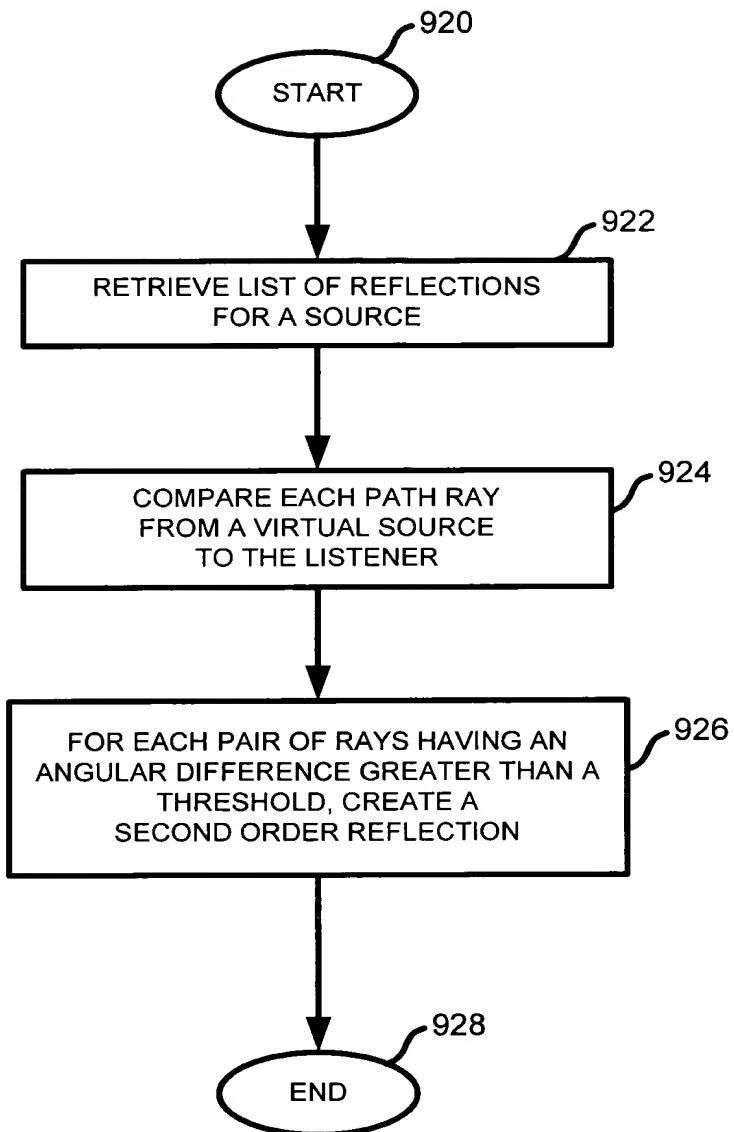


FIG. 9B

16/17

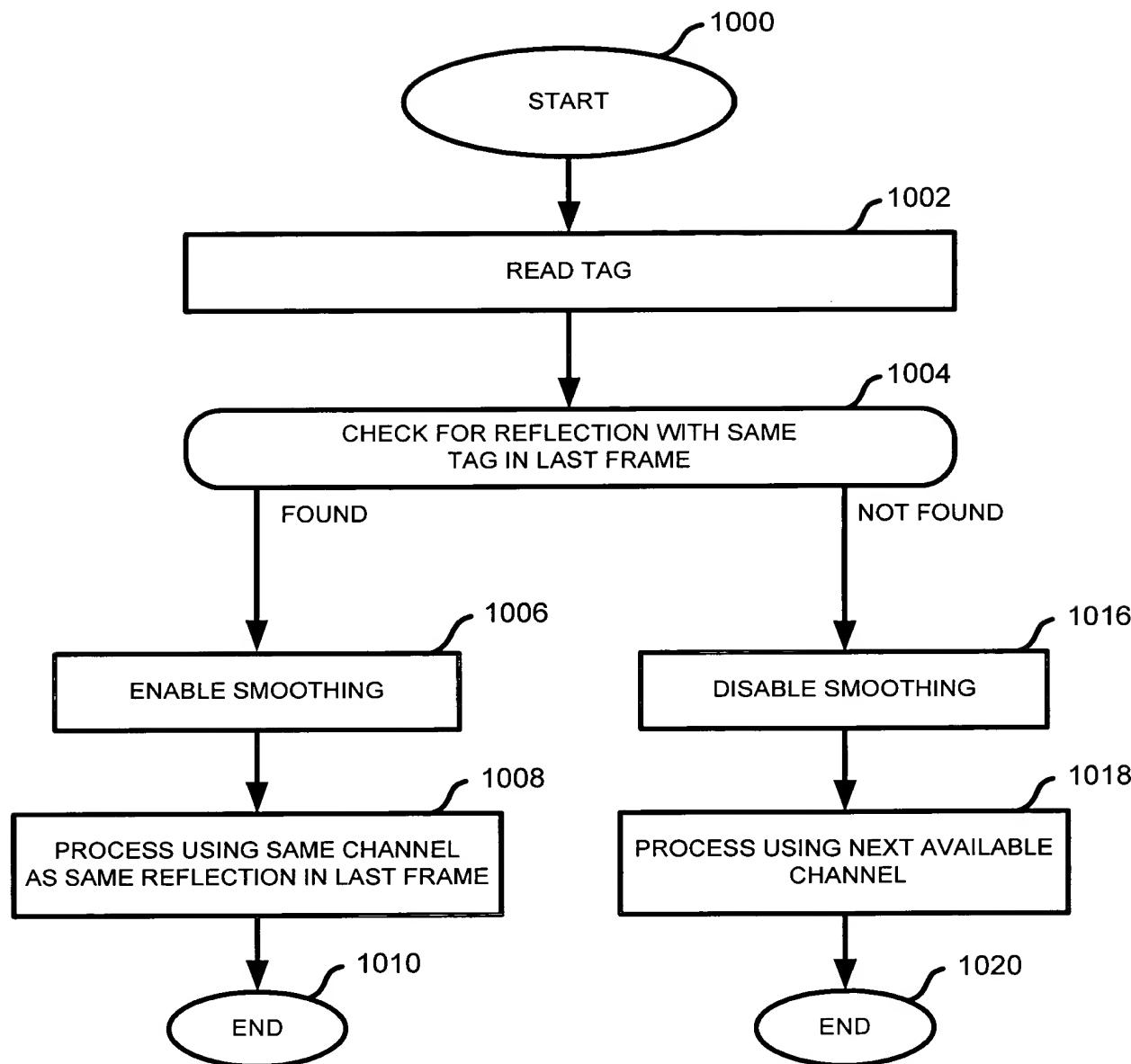


FIG. 10

17/17

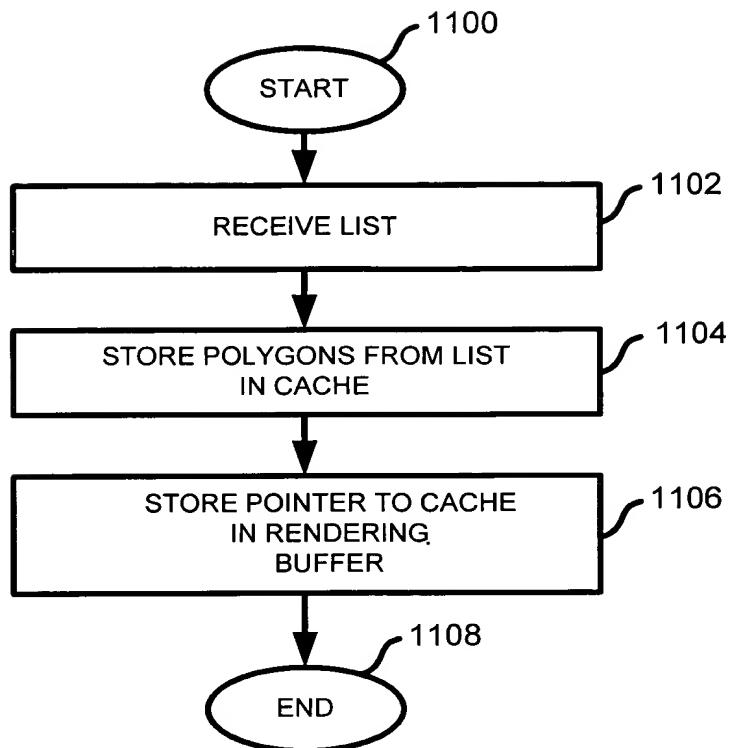


FIG. 11A

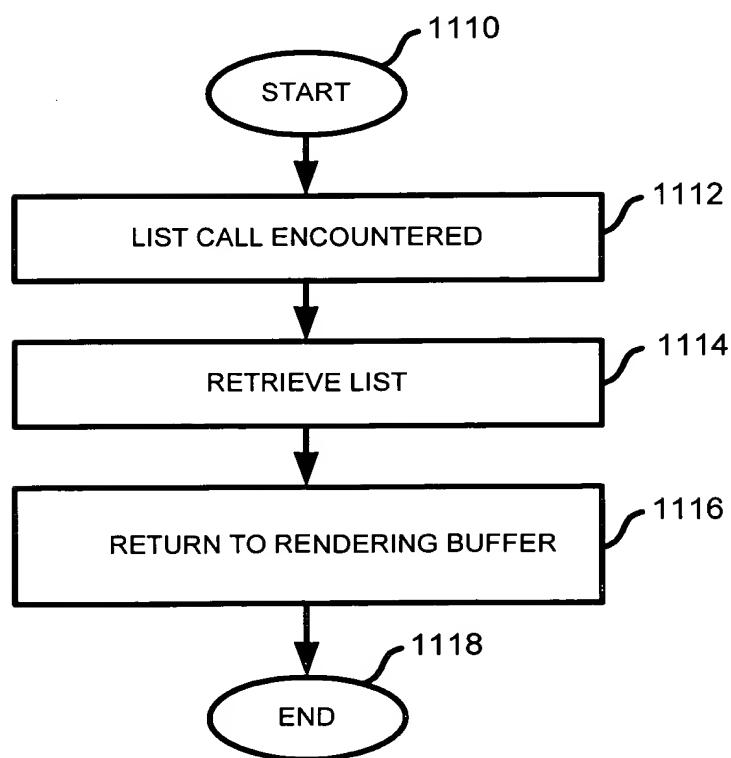


FIG. 11B